

Listing of Claims:

1. (Previously Amended): A method for playing media data contained in an unknown type datastream comprising:
 - receiving a datastream having a plurality of packets of data of an unknown type;
 - parsing said datastream to determine said type of said plurality of packets of data in said datastream;
 - selecting a depacketizer from among a plurality of depacketizers based on said determined type of said plurality of packets of data in said datastream, each of said plurality of depacketizers having a handler connected to it, said handler configured to manage frames of data;
 - providing said packets of data to said selected depacketizer, wherein said selected depacketizer assembles said packets of data into frames of data; and
 - providing said frames of data to a handler connected to said selected depacketizer, wherein said handler connected to said selected depacketizer decodes said frames of data into media data, and said handler connected to said selected depacketizer playing said media data.
2. (Original): The method of claim 1, wherein said plurality of depacketizers is contained in a first depacketizer class.
3. (Original): The method of claim 2, further comprising:
 - adding a second depacketizer class containing a second plurality of depacketizers,

wherein said selecting a depacketizer comprises searching for an appropriate depacketizer for said type of data in said first depacketizer class and if not found continuing said searching in said second depacketizer class.

4. (Original): The method of claim 1, wherein said receiving a datastream is by a realtime transport protocol session manager.

5. (Original): The method of claim 2, wherein said first depacketizer class is pluggable by an external user.

6. (Original): A system comprising:

- a processor;
- a memory;
- code stored in said memory and executed by said processor configured to play media data contained in an unknown type datastream; said code comprising:
 - a method receiving a datastream having a plurality of packets of data of an unknown type;
 - a method parsing said datastream to determine said type of said plurality of packets of data in said datastream;
 - a method selecting a depacketizer from among a plurality of depacketizers based on said determined type of said plurality of packets of data in said datastream, each of said plurality of depacketizers having a handler connected to it, said handler configured to manager frames of data;
 - a method providing said packets of data to said selected depacketizer, wherein

said selected depacketizer assembles said packets of data into frames of data;

a method providing said frames of data to a handler connected to said selected depacketizer, wherein said handler connected to said selected depacketizer decodes said frames of data into media data, and said handler connected to said selected depacketizer playing said media data.

7. (Original): The system of claim 6, wherein said plurality of depacketizers is contained in a first depacketizer class.

8. (Original): The system of claim 7, wherein said code further comprises:
a method adding a second depacketizer class containing a second plurality of depacketizers, wherein said selecting a depacketizer comprises searching for an appropriate depacketizer for said type of data in said first depacketizer class and if not found continuing said searching in said second depacketizer class.

9. (Original): The system of claim 6, wherein said receiving a datastream is by a real time transport protocol session manager.

10. (Original): The method of claim 7, wherein said first depacketizer class is pluggable by an external user.

11. (Original): A computer program product comprising:

a computer usable medium having computer readable program code embodied therein configured to play media data contained in an unknown type datastream; said computer program product comprising computer readable code configured to:

receive a datastream having a plurality of packets of data of an unknown type;

parse said datastream to determine said type of said plurality of packets of data in said datastream;

select a depacketizer from among a plurality of depacketizers based on said determined type of said plurality of packets of data in said datastream, each of said plurality of depacketizers having a handler connected to it, said handler configured to manage frames of data;

provide said packets of data to said selected depacketizer, wherein said selected depacketizer assembles said packets of data into frames of data;

provide said frames of data to a handler connected to said selected depacketizer, wherein said handler connected to said selected depacketizer decodes said frames of data into media data, and said handler connected to said selected depacketizer playing said media data.

12. (Original): The computer program product of claim 11, wherein said plurality of depacketizers is contained in a first depacketizer class.

13. The computer program product of claim 11, further comprising computer readable code configured to:

add a second depacketizer class containing a second plurality of depacketizers, wherein said selecting a depacketizer comprises searching for an appropriate depacketizer for

said type of data in said first depacketizer class and if not found continuing said searching in said second depacketizer class.

14. (Original): The computer program product of claim 11, wherein said receiving a datastream is by a real time transport protocol session manager.

15. (Original): The computer program product of claim 12, wherein said first depacketizer class is pluggable by an external user.